

AMENDMENT TO THE CLAIMS

Claims 1-9 (canceled)

10. (currently amended) A method for spatialization of sound relating to a video, wherein the sound has associated 2D location information for x-location and y-location corresponding to x and y coordinates of the video, respectively for which width and height correspond to width and height of the video, comprising steps of

transforming the 2D location information to a 3D coordinate system, wherein said y-location height information is mapped to audio depth information perpendicular to the 2D video plane and said x-location is mapped to itself; width information remains audio width information; extracting a third coordinate value; adding a the third coordinate value to the transformed location information in the 3D coordinate system as new audio height information to a 3D audio position vector; and spatializing the sound according to the resulting 3D location information, audio height, depth and width information of the 3D coordinate system.

11. (currently amended) Method according to claim 10, wherein the spatialization is performed according to a scene description containing a parametric description of sound sources corresponding to the audio signals, wherein the parametric description has a hierarchical graph structure with nodes, wherein a first node comprises said x-location and y-location information width and height information and a second node comprises said third coordinate value and data defining said transformation transforming.

12. (currently amended) Method according to claim 10, wherein said x and y coordinates correspond to the said 2D coordinate system corresponds to the screen plane and said 1D value corresponds to a depth information perpendicular to screen plane.

13. (currently amended) Method according to claim 10, wherein said transforming enables mapping of a vertical a transformation of said 2D-coordinate values to said 3D positions enables mapping of a vertical movement of a graphical object in the screen plane to a movement of a corresponding audio object in the depth perpendicular to said screen plane.
14. (currently amended) Method according to claim 10, wherein the mapping is performed according to a 2x3 matrix or corresponding rotation ~~around the horizontal or width axis.~~
15. (previously presented) Method according to claim 10, wherein separate sound sources are coded as separate audio objects and the arrangement of the sound sources in a sound scene is described by a scene description having first nodes corresponding to the separate audio objects and second nodes describing the presentation of the audio objects and wherein a field of a second node defines the 3D spatialization of a sound source, said third coordinate and said transforming.

Claims 16-17 (canceled)

18. (withdrawn – new) Method for decoding a presentation description of audio signals using a method for spatialization according to claim 1, further comprising initial steps of:

receiving audio signals corresponding to a sound source linked with a parametric description of said sound source, wherein said parametric description includes information which allows spatialization in a 2D coordinate system based on x-location and y-location; and
separating an additional 1D value from said parametric description, wherein the 1D value is used as said third coordinate value.

19. (withdrawn – new) Method according to claim 19, wherein audio objects representing separate sound sources are separately decoded and a single soundtrack is composed from the decoded audio objects using a scene description having first nodes corresponding to the separate audio objects and second nodes describing the processing of the audio objects, and wherein a field of a second node defines the 2D or 3D spatialization of a sound source.